

FM Towns Marty: The Book



David Glotz

- The FM Towns Marty is a console that is part of the fifth generation of video games and serves as the console version of the Japanese microcomputer FM Towns, released by Fujitsu. It is known for its **excellent ports of arcade games** and is notable for being the **first 32-bit console in history**.

- The **FM Towns Marty** is a home video game console that debuted in 1993, developed by Fujitsu specifically for the Japanese market. It features the AMD 386SX processor, which is a 32-bit CPU with a 16-bit data bus. The console is equipped with both a built-in CD-ROM drive and a disk drive. It was designed as an evolution of the earlier FM Towns computer system that Fujitsu released in 1989. One of its key features is backward compatibility with older FM Towns games.
- In 1994, a new version named the **FM Towns Marty 2** (エフエムタウンズマーティー2, Efu Emu Taunzu Mātī Tsū) was launched. This version sported a darker gray exterior and came at a lower price of ¥66,000 (approximately US\$670), while remaining essentially the same as the original Marty. There was considerable speculation that the FM Towns Marty 2 would have enhancements similar to those in the FM Towns 2, which boasted a faster CPU, but that turned out not to be the case. Additionally, rumors suggested that the Marty 2 contained an Intel 486 CPU, but this was also proven to be incorrect.
- Another variant is the **FM Towns Car Marty** (エフエムタウンズカーマーティー, Efu Emu Taunzu Kā Mātī), designed for use in vehicles. This model included an integrated navigation system that provided audio and visual directions and could be removed from the car for home use. An optional IC Card for the FM Towns Car Marty enabled it to utilize VICS and was later sold with a video monitor.

- **Ten Best-Selling Games**

Tatsujin (5,000 copies)

After Burner II (4,500 copies)

Turbo Outrun (4,200 copies)

Splatterhouse (4,000 copies)

Viewpoint (3,800 copies)

SimCity (3,500 copies)

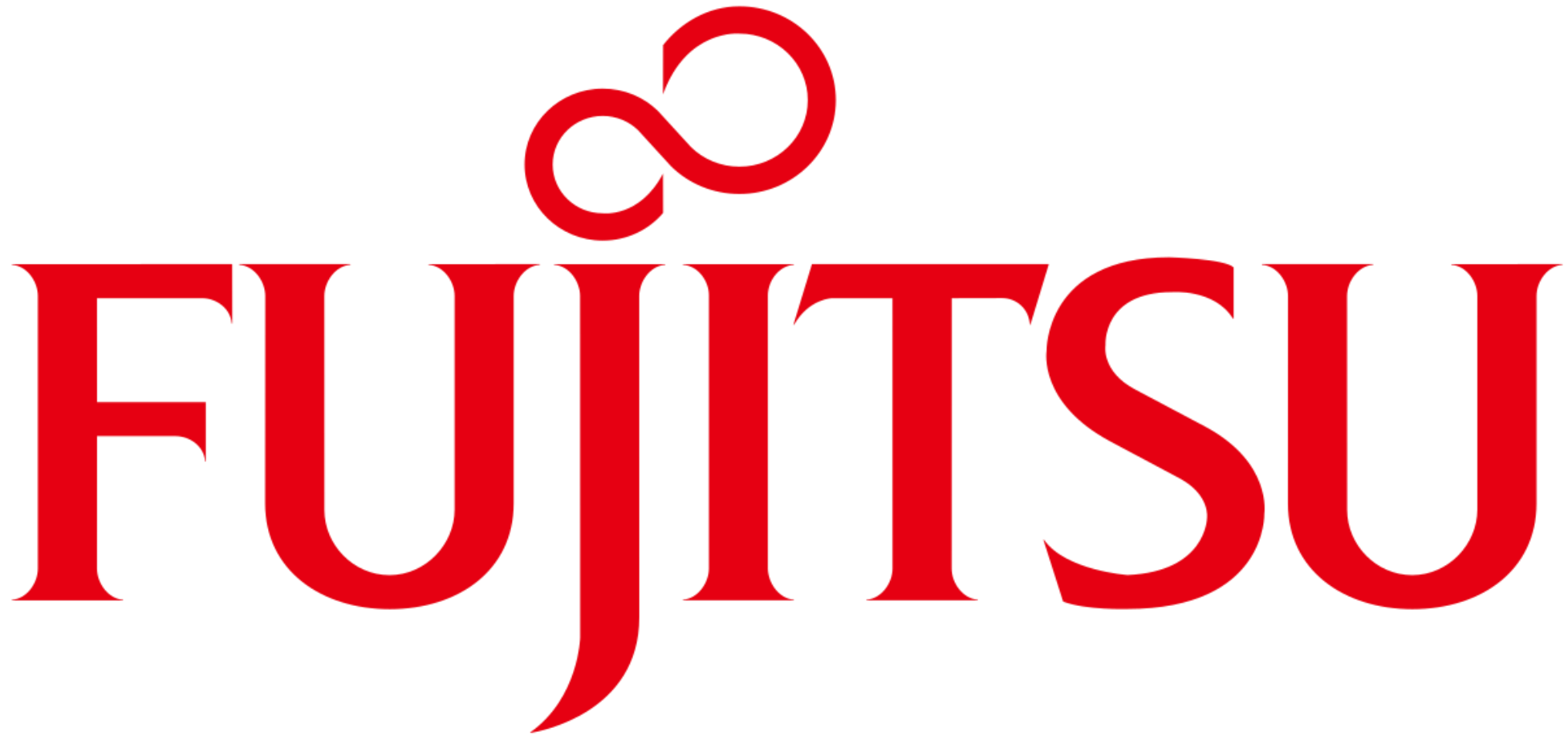
Raiden Densetsu (3,200 copies)

Image Fight (3,000 copies)

Mystic Formula (2,800 copies)

Martian Memorandum (2,500 copies)

- Fujitsu Logo:



- Logo of the FM Towns Marty video game console by Fujitsu, released exclusively in Japan in 1993.

FM TOWNS
MARTY



- mascot of the FM Towns



FM Towns Marty console with controller



- FM Towns Marty Controller.



- FM Towns Marty keyboard

- Plush of the FM Towns Marty mascot.



Manufacturer	Fujitsu
Type	Home video game console
Generation	Fourth generation
Release date	JP : February 20, 1993
Introductory price	¥98,000 (then c. US\$ 710) ^[1]
Discontinued	JP : 1995
Units sold	45,000 (as of December 31, 1993) ^[2]
Media	CD-ROM , 3 ¹ / ₂ -inch floppy disks
Operating system	Towns OS
CPU	AMD 386SX at 16 MHz
Memory	2 MB
Display	352×232 – 640×480 resolutions, 256 colors on-screen out of a palette of 32 768; TV composite and S-Video output
Graphics	Fujitsu custom graphics chip
Sound	<ul style="list-style-type: none"> 6 channel FM (Yamaha YM2612) 8 channel PCM (Ricoh RF5c68)
Backward compatibility	FM Towns

- Fm Towns Marty overview

• Technical specifications:

Graphics

- **GPU:** A custom graphics chip by Fujitsu
- **Display Resolutions:** Supports various resolutions, including 256×240, 256×256, 320×240, 352×232, 360×240, 512×480, 640×200, 640×480, and 720×480.
- **Bitmap Background Planes:** Either 1 (with sprite plane) or 2 (without sprite plane)
- **Virtual Resolutions:** Options include 256×512, 512×256, 512×512, 640×819, and 1024×512
- **Color Palette:** Can display 4096, 32,768, or even 16,777,216 colors
- **Colors on Screen:** Capable of showing 16, 256, or 32,768 colors simultaneously
- **Sprite Foreground Plane:** Ranges from 256×240 to 640×480 resolution, supporting 256 colors on screen from a palette of 32,768
- **Hardware Integer Zooming:** Offers 1/2× vertical and 1/2/3/4/5× horizontal zoom options

The Marty only provided composite and S-Video output, with no additional video connectors available. Since some FM Towns games required VGA, the Marty was designed with a 15 kHz down-scan feature to display on regular TV screens.

CPU

The system is powered by an AMD 386SX processor, which is a 32-bit chip running at 16 MHz, delivering around 3.6 MIPS.

RAM

- **Main RAM:** 2 MB (2048 KB)
- **Video RAM:** 640 KB (comprising 512 KB of VRAM and 128 KB for sprite memory)

Sprites

It can handle up to 1024 sprites, with each sprite measuring 16×16 pixels and displaying 16 colors.

Sound

- **Yamaha YM2612:** 6-channel FM synthesis
- **Ricoh RF5c68:** 8-channel PCM sampling, offering 10-bit audio at a 19.6 kHz sample rate
- **CD-DA:** 1-channel PCM playback with 16-bit audio and a 44.1 kHz sampling rate

Data Storage

- **CD-ROM:** Single-speed (1x)
- **Internal 3.5" HD Floppy Drive:** Requires floppy disks to be formatted at 1232 KiB (similar to PC98). This formatting can be done via the BIOS interface. The Marty's disk drive does not support 1440 KiB or 720 KiB FAT-formatted disks. For compatibility, a PC must have a disk drive, BIOS, and OS that support "3 Mode." There are also USB floppy drives that can handle "3 Mode."

Multi-purpose

- **PCMCIA Type 1 Slot:** The Marty's IC Card slot works with type 1 PCMCIA cards, including battery-backed SRAM cards that can be accessed from the BIOS menu and mapped to a drive letter for use as a small storage device. Fujitsu also released a PCMCIA 2400 bit/s modem (FMM-CM301) for the FM Towns Marty. This modem came bundled with a special model, the TCMarty, which also featured a printer port. Although it is commonly believed that the IC Card slot can be used for RAM expansion, this is not accurate.

Controllers

- The console features a 4-way D-pad, A and B buttons, as well as Select and Run buttons, plus an extra button above the two main buttons.
- There are 2 standard controller ports.
- The controller connector uses a DE-9 interface, often referred to as "Atari Type" in Japan, as it resembles the connector used by the Atari 2600. The Run and Select buttons function similarly to pressing right and left or up and down simultaneously. Fujitsu also offered a six-button controller for Capcom's Street Fighter II, and Capcom provided an adapter for their CPS Fighter stick, making it compatible with both the FM Towns/Marty and the Sharp X68000.

Keyboard Port

- Reception:

- Even though the FM Towns and the FM Towns Marty boasted impressive hardware from a gameplay standpoint, both consoles struggled to find a market in Japan. Their high prices and the custom hardware made upgrading more complicated compared to DOS/V systems (IBM PC clones running Japanese DOS or Microsoft Windows). When the FM Towns Marty was launched, NEC's PC98 series was already a dominant force in the Japanese market, which hindered its chances of success before the DOS/V surge took over.
- This was notable despite its innovative features, such as bootable CD-ROMs and a color graphical user interface, which were present on the FM Towns PC a full seven years before Microsoft's Windows 95b bootable CD. Today, software for the system is rare and expensive due to limited production runs. While the Marty was backward-compatible with many older FM Towns PC games, it faced compatibility issues as newer titles were designed with the FM Towns in mind, further diminishing its potential as a true "console version" of the FM Towns PC.
- Sales began to improve when Fujitsu lowered the price and introduced the Marty 2. However, the corporate mindset remained that the effort was a lost cause, leading to the system being discontinued.
- This led to the creation of the "Marty's Law" in Japan (マーティーの法則), which can be summarized as: "If you don't want to sell something, then you can't increase your sales."

- **FM Towns Marty 2 :**



- **Fujitsu Car Marty:**



- **FM Towns Marty:**



FM TOWNS

FUJITSU FM SERIES PERSONAL COMPUTER

Towns システムソフトウェア V2.1L10



COMPACT
disc

FUJITSU

V G D B

FUJITSU



02

富士通株式会社



効果音制作：NHKサービスセンター

取扱上のご注意

このコンパクト・ディスクのケースは、高温になると変形する恐れがあります。直射日光の当たる所、暖房器具の近くや湿気の多い所を避けてください。ディスク面に付着した汚れ、ほこりは柔らかい布で拭きとってください。

無断でディスクやテープその他に複写・録音することは法律で禁じられています。

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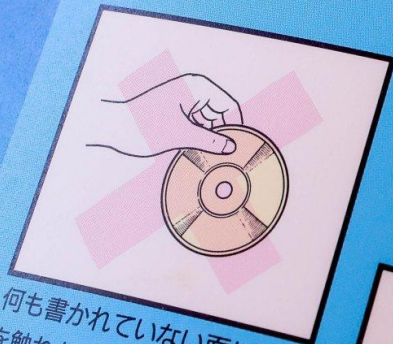




Townsシステムソフトウェア V2.1L10
B276A011



CD-ROMの取り扱いに注意



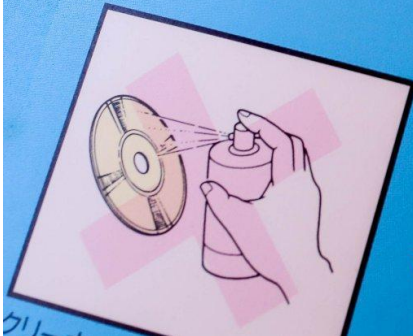
何も書かれていない面には手
を触れない



汚したときは、乾いた柔らかい
布で、内側から外側へ向かっ
て拭く



曲げない



Townsシステムソフトウェア V2.1 L10



何も書かれ
を触れない



クリーナー



- FM Towns Marty commercials:



https://www.youtube.com/watch?v=J3_UA79gBUc



<https://www.youtube.com/watch?v=zhneZbD29vk>



<https://www.youtube.com/watch?v=7eQJBY6Zza4>

- **FM Towns Marty - Startup (High Quality)**



<https://www.youtube.com/watch?v=FB0WPvSmyuo>

- **FM Towns Car Marty Startup**



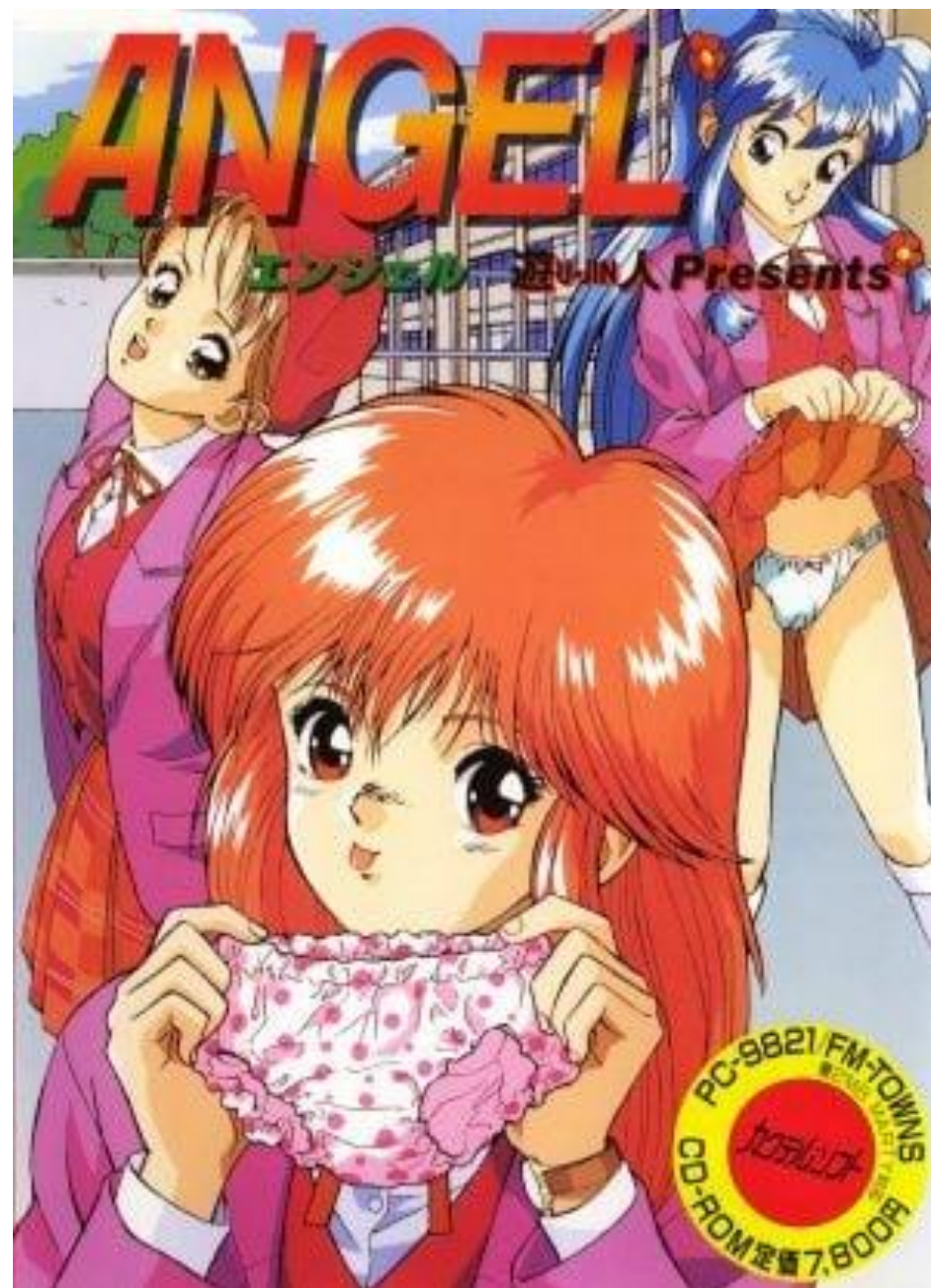
<https://www.youtube.com/watch?v=HPouRDYpuis>

- **some FM Towns Marty library:**

Last Armageddon



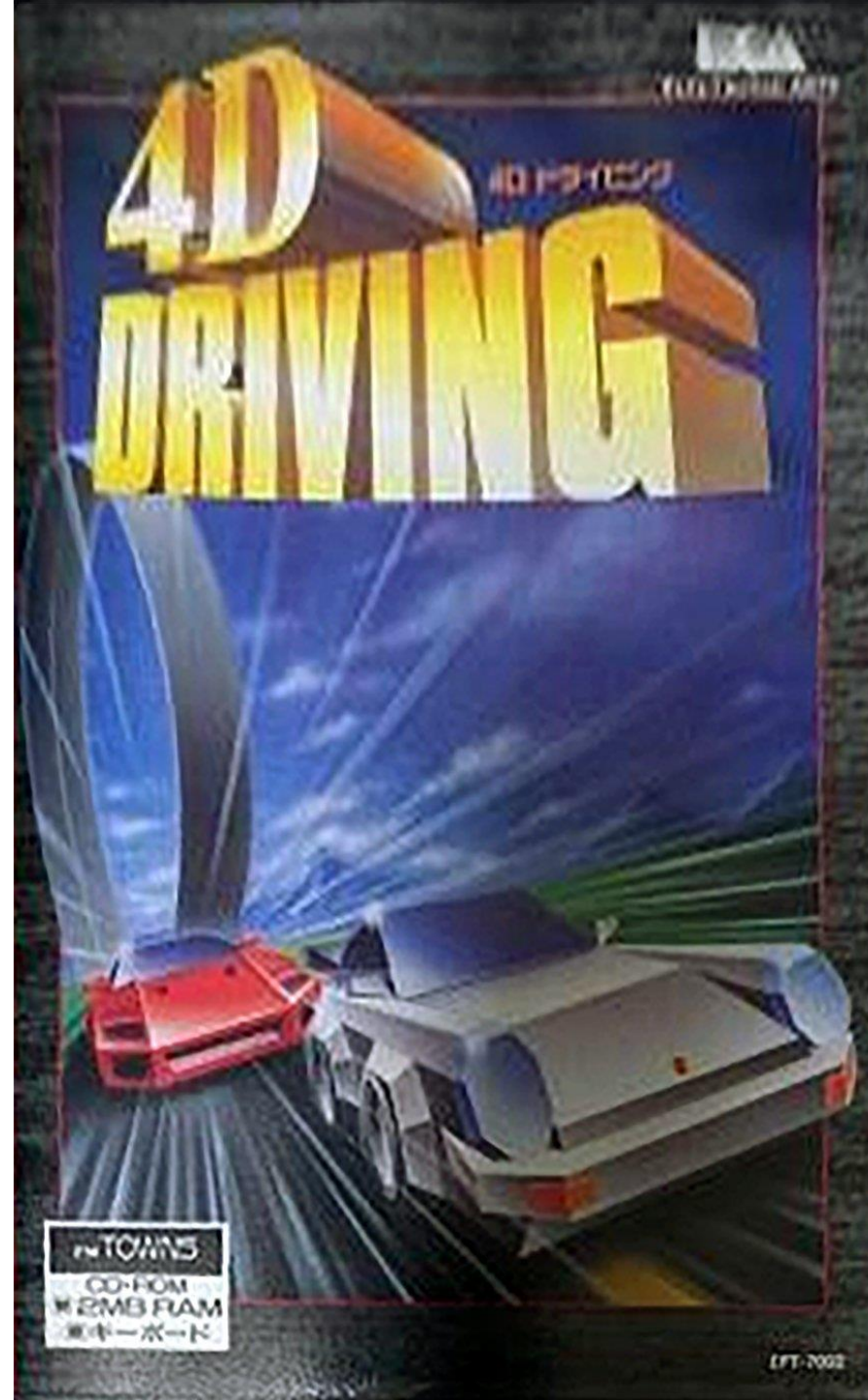
Angel



**Fushigi no Umi no Nadia:
The Secret of the Blue
Water**



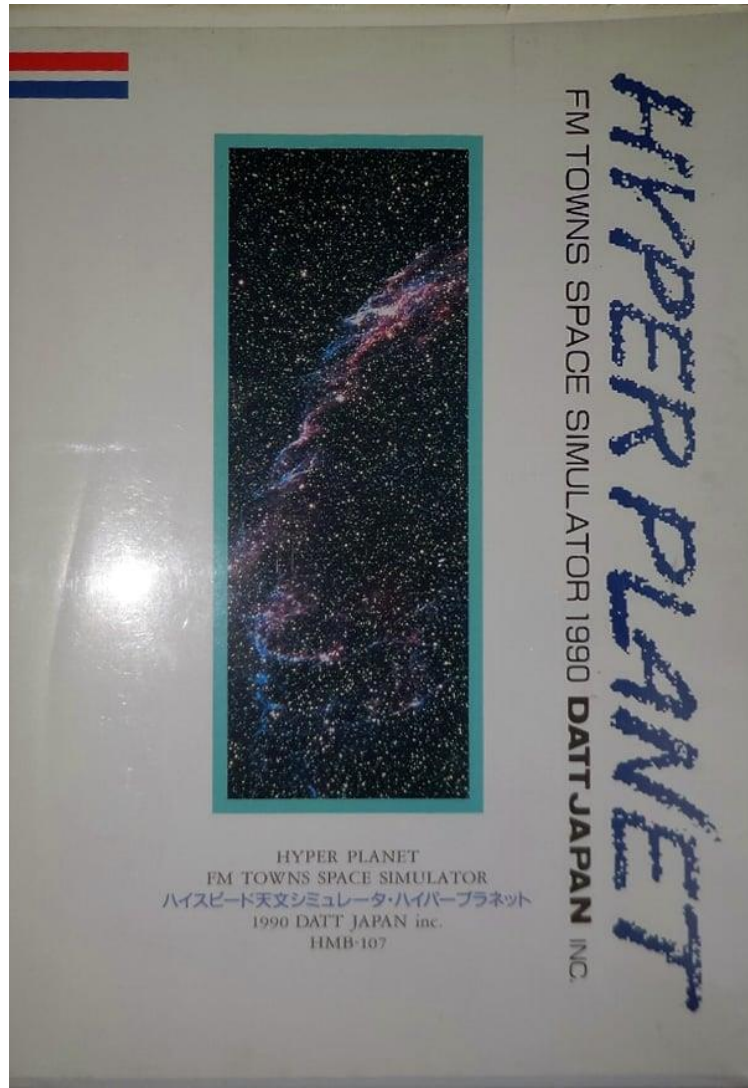
4D Driving



Para Para Paradise



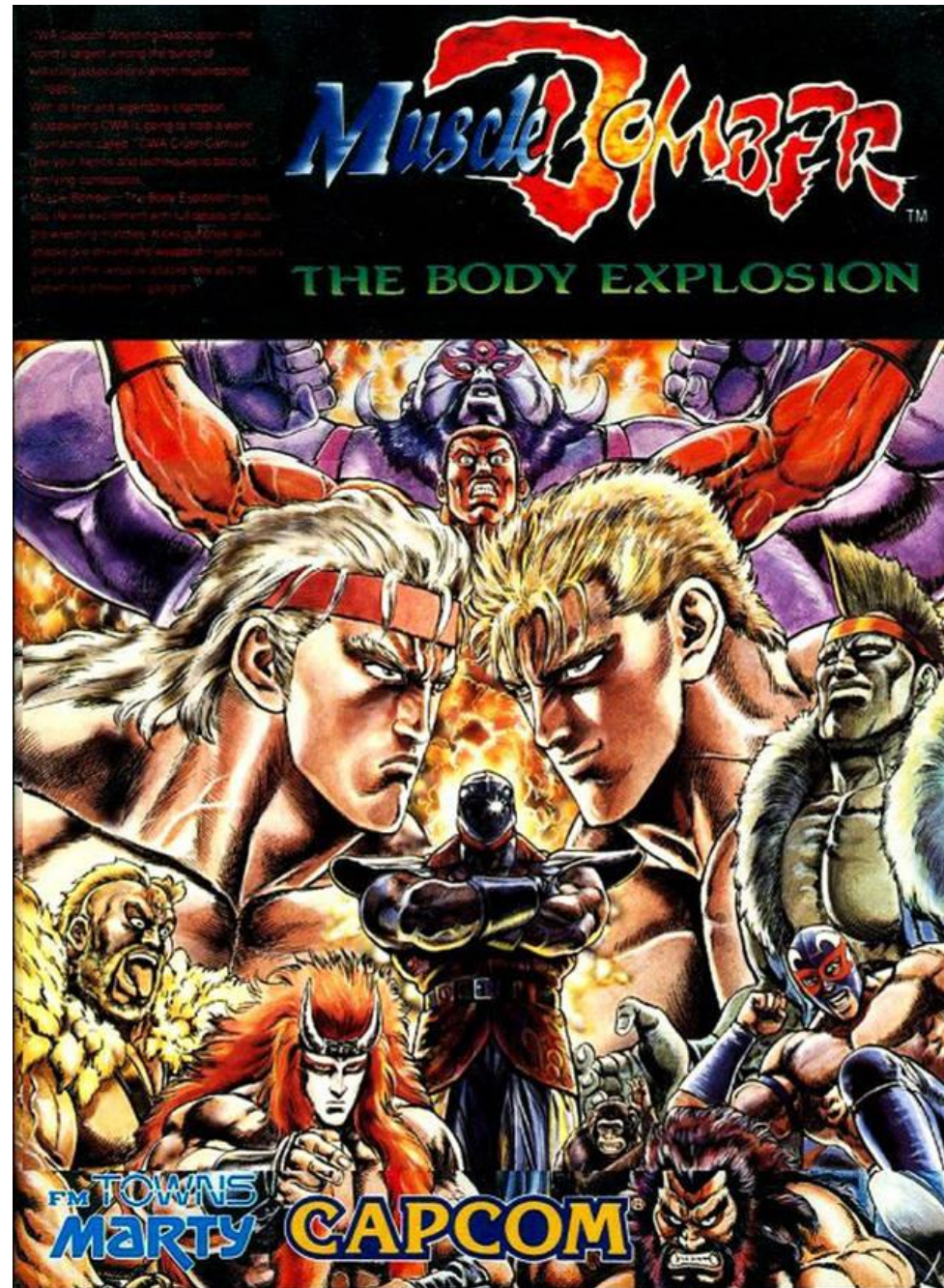
Hyper Planet



Super Real Mahjong: PII &
PIII



Muscle Bomber



Chiemi & Naomi



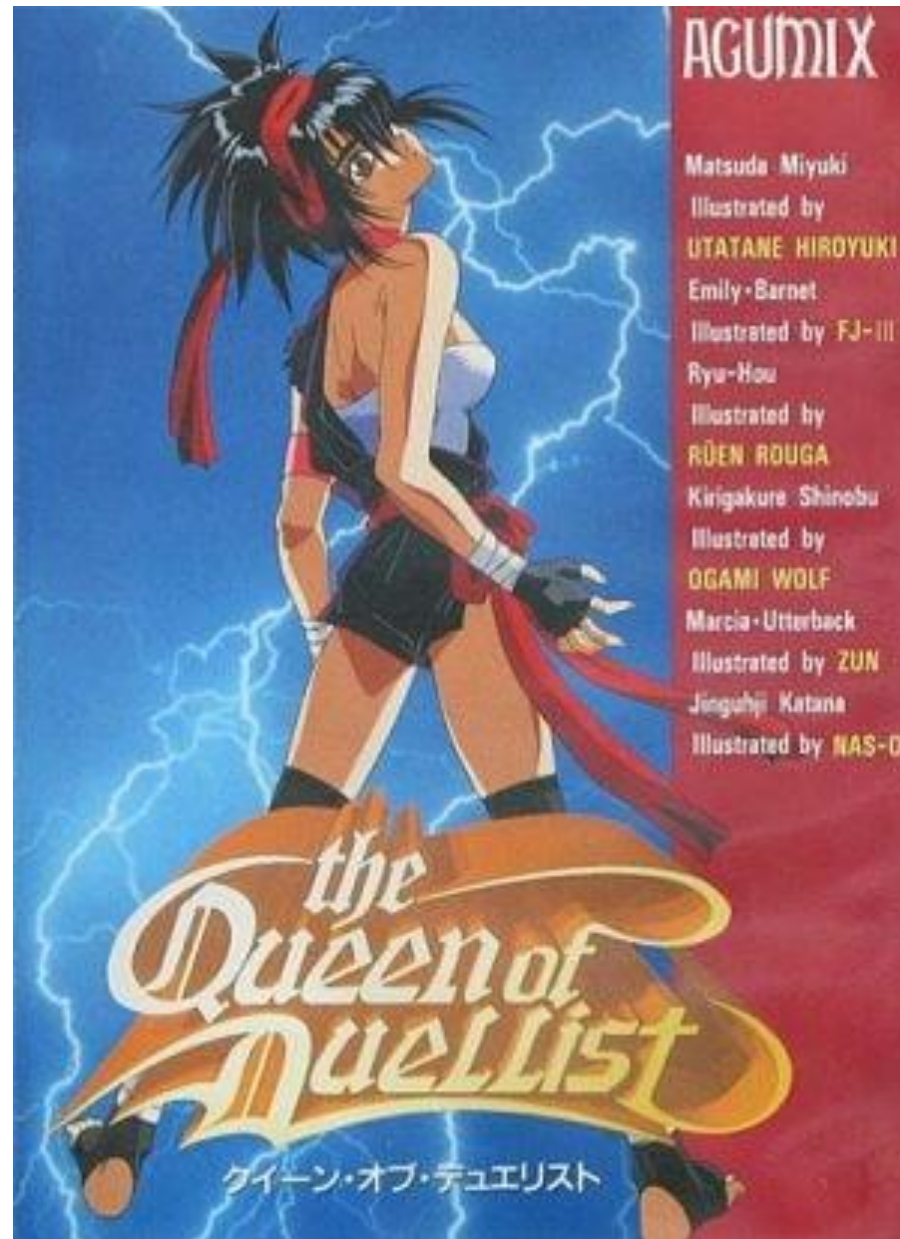
Zak McKracken and the
Alien Mindbenders



38 Man Kilo No Kokuu



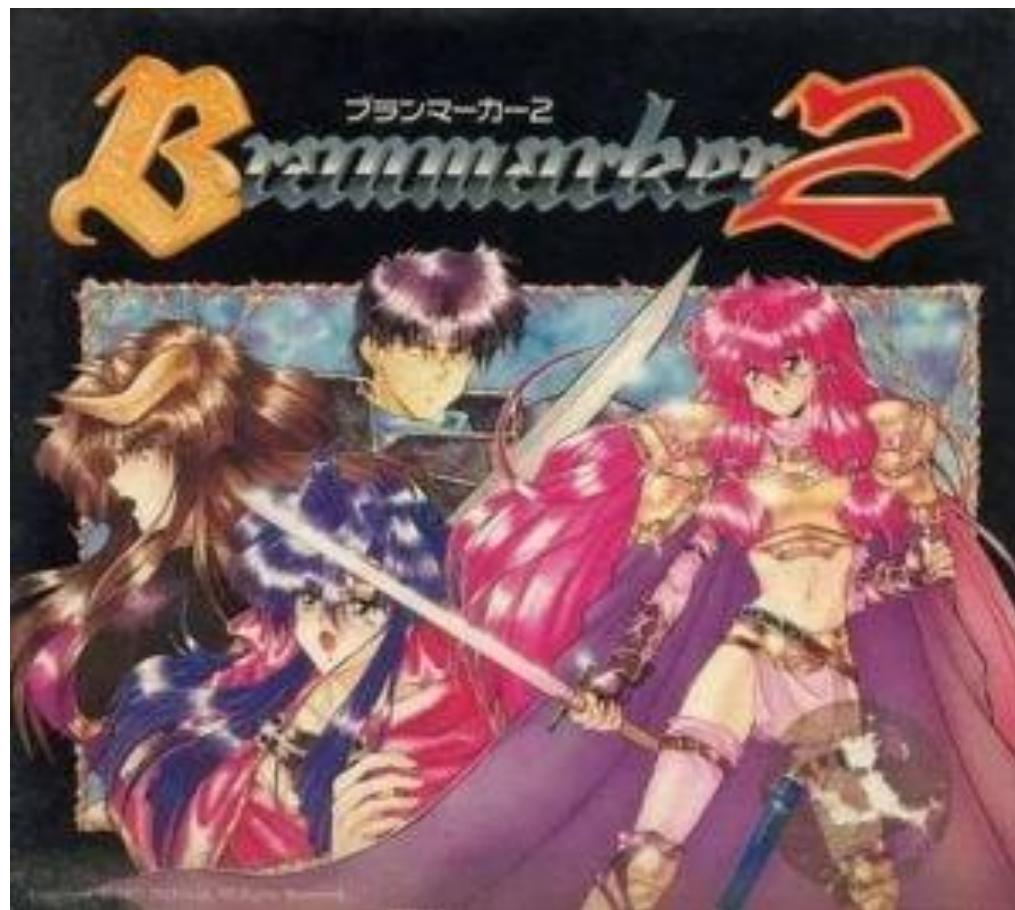
The Queen of Duellist



Blandia Plus



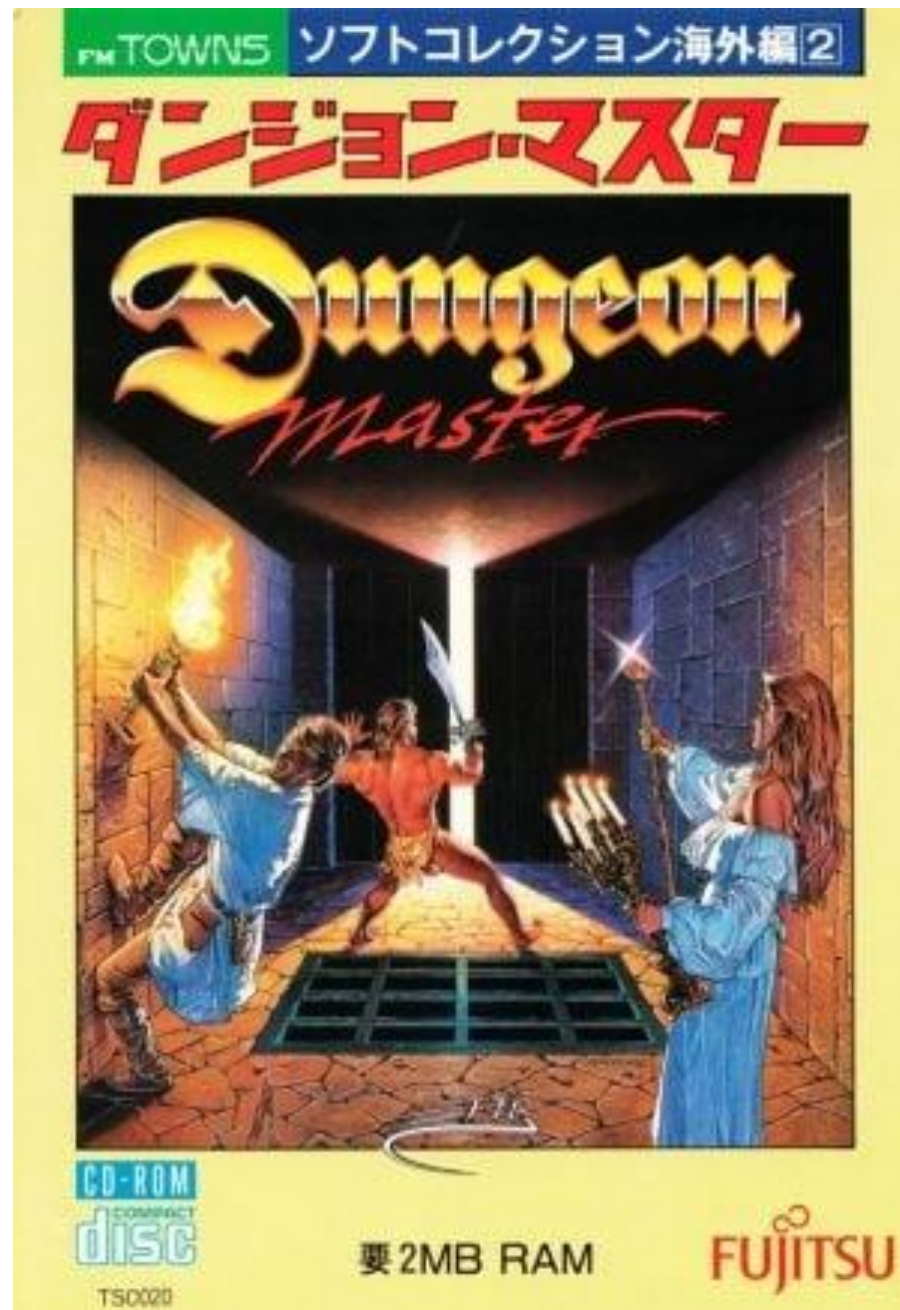
Branmarker 2



Sensual Angels



Dungeon Master



Samurai Spirits



Metal Eye 2



Super Street Fighter II: The
New Challengers



Jan Jaka Jan



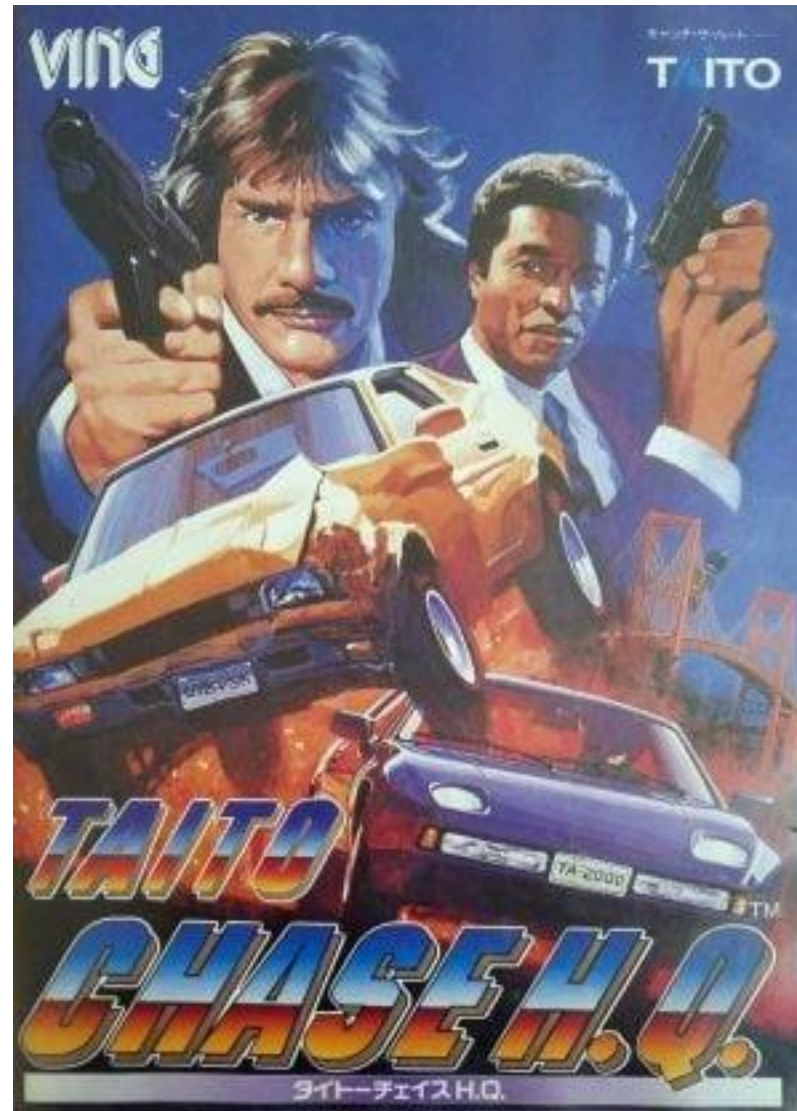
Jankirou



Gambler: Queen's Cup



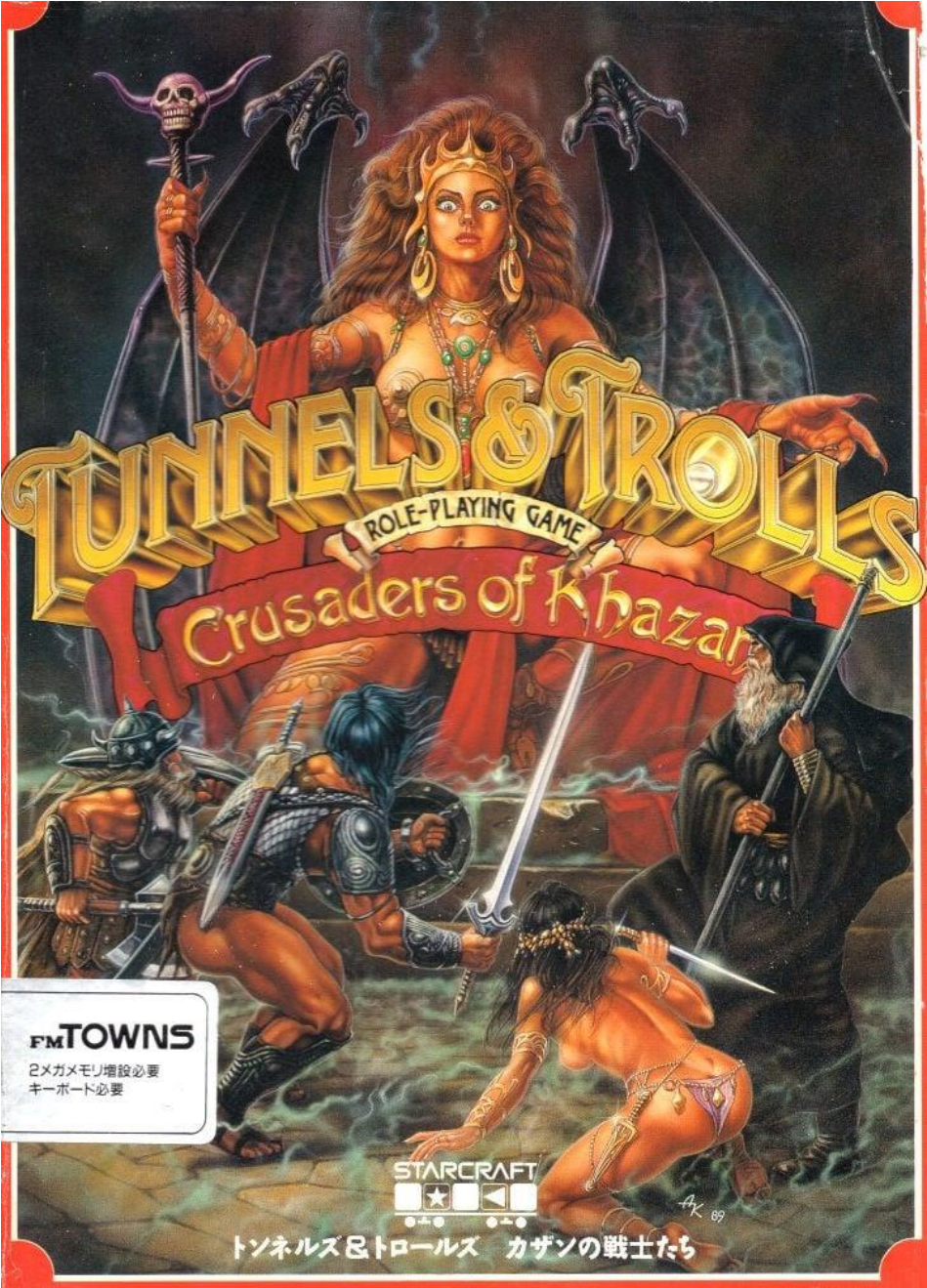
Chase H.Q.



Æternam



Tunnels & Trolls: Crusaders of Khazan



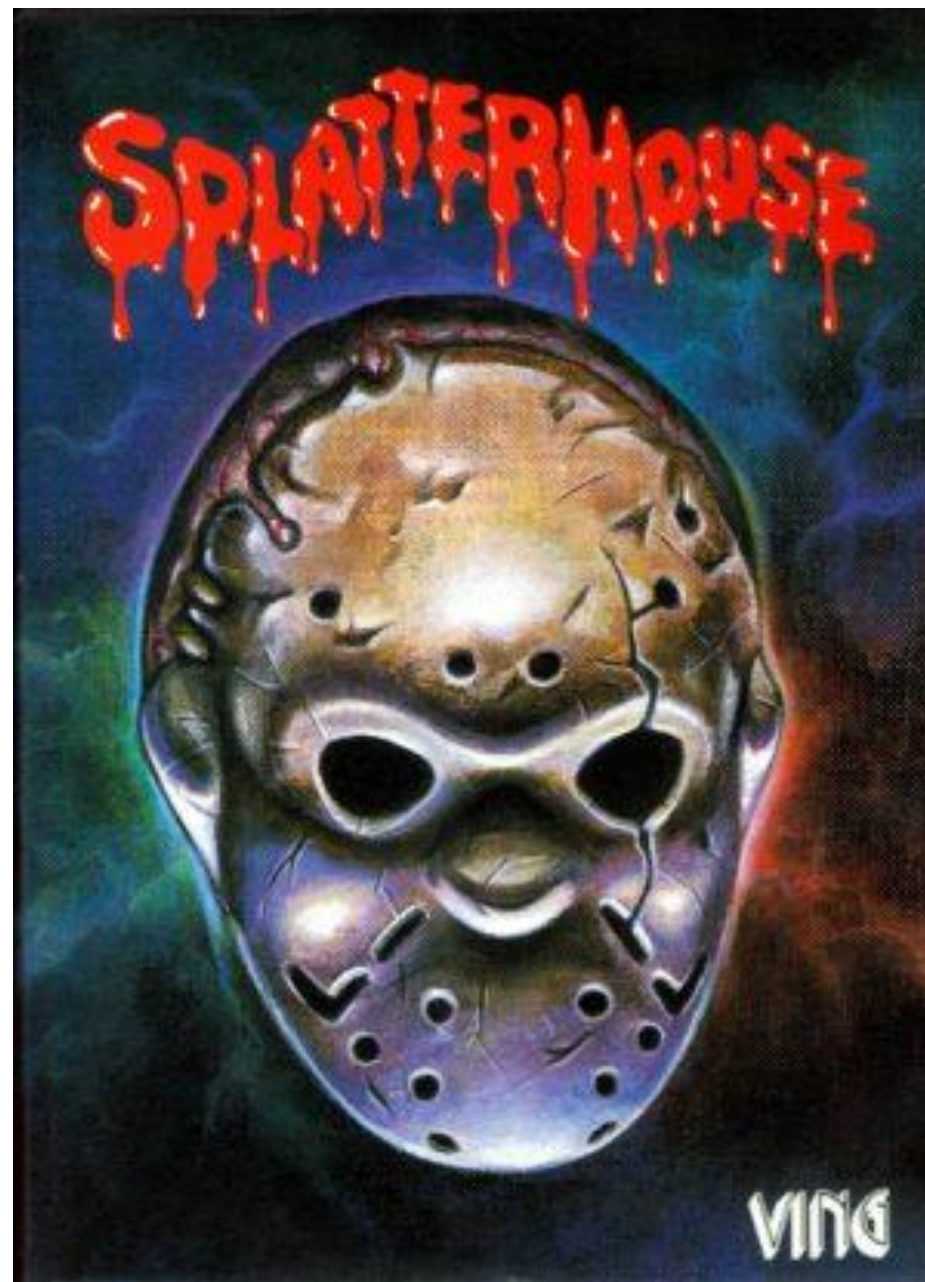
Akiko: Premium Version



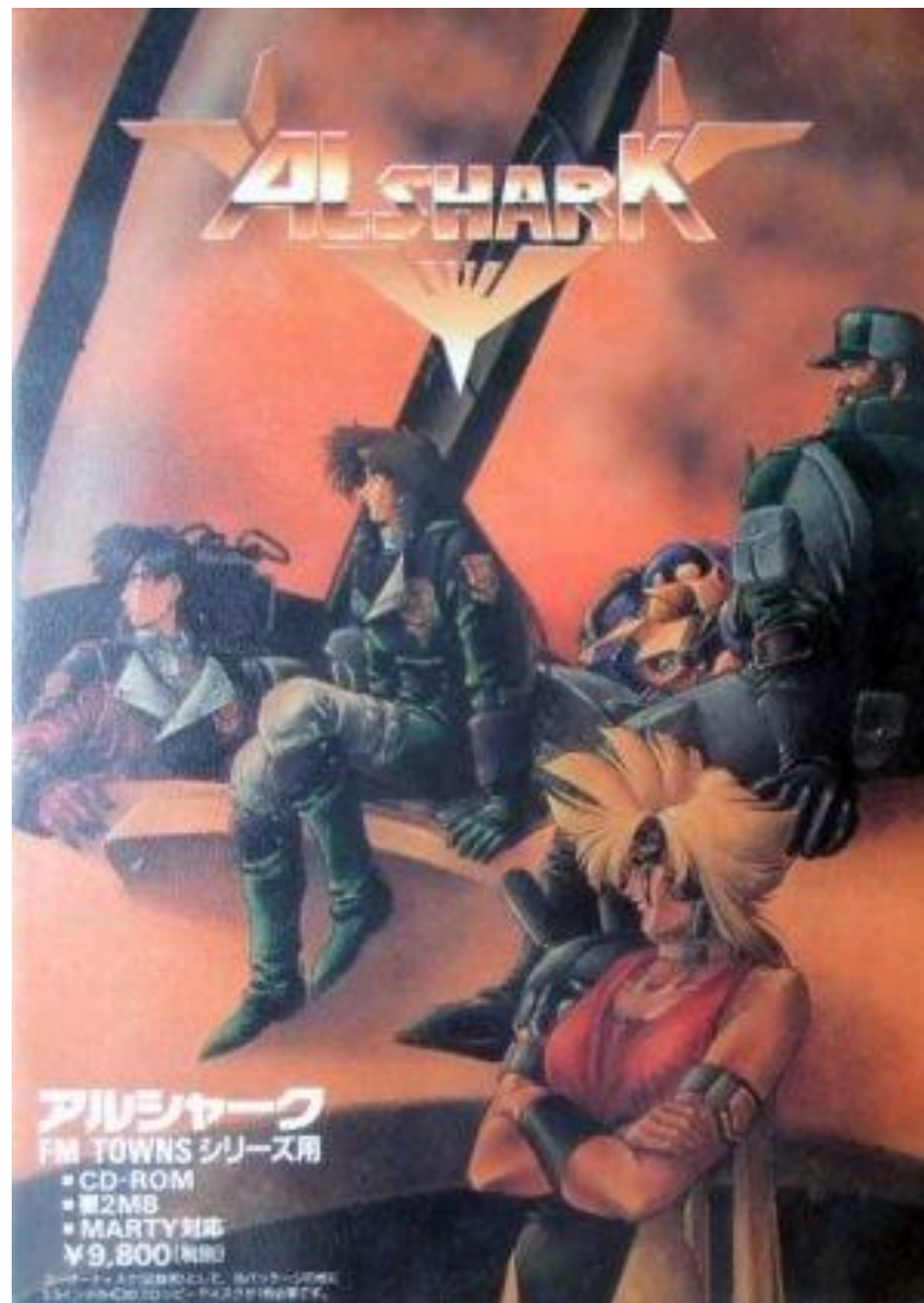
Abel: Shin Mokushiroku Taisen



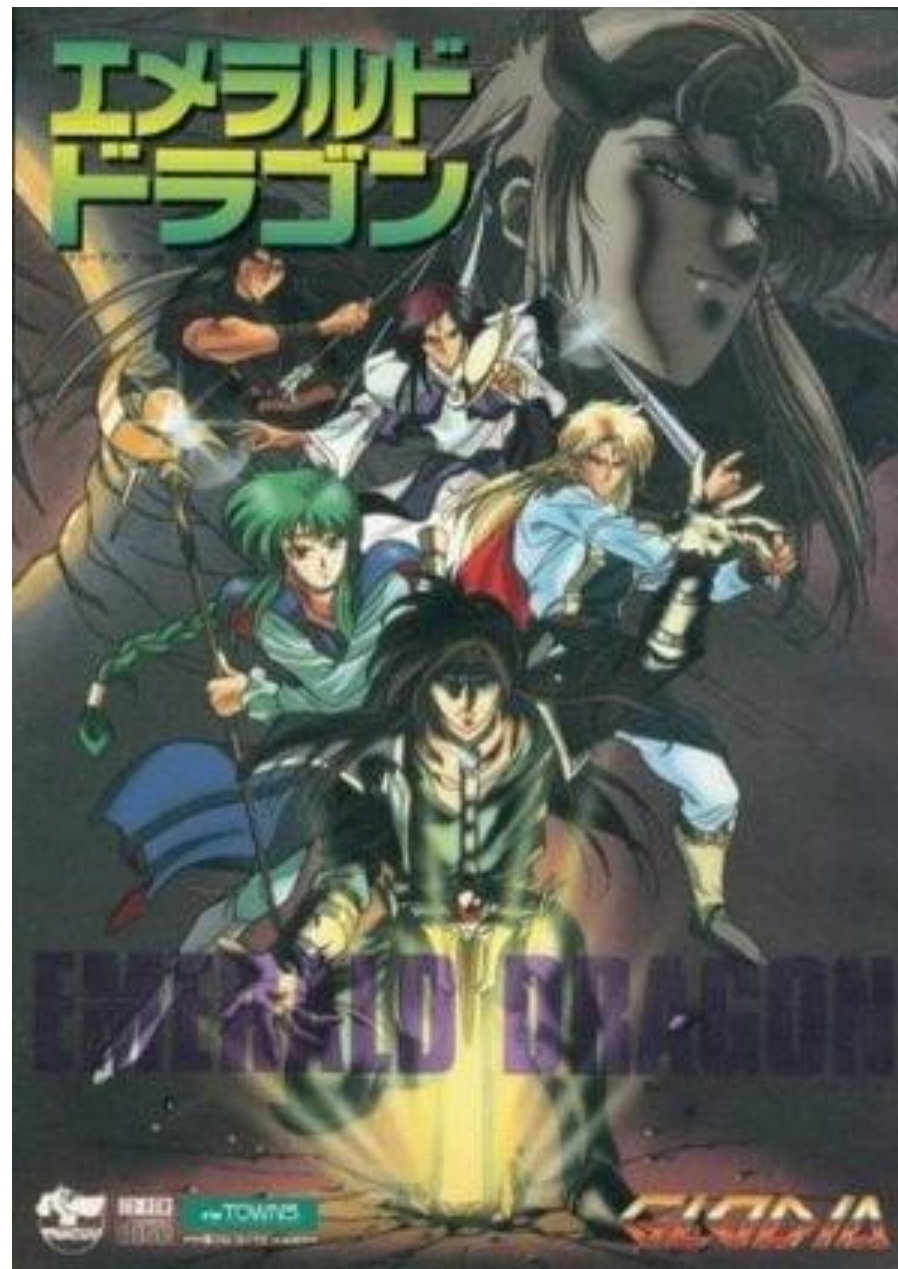
Splatterhouse



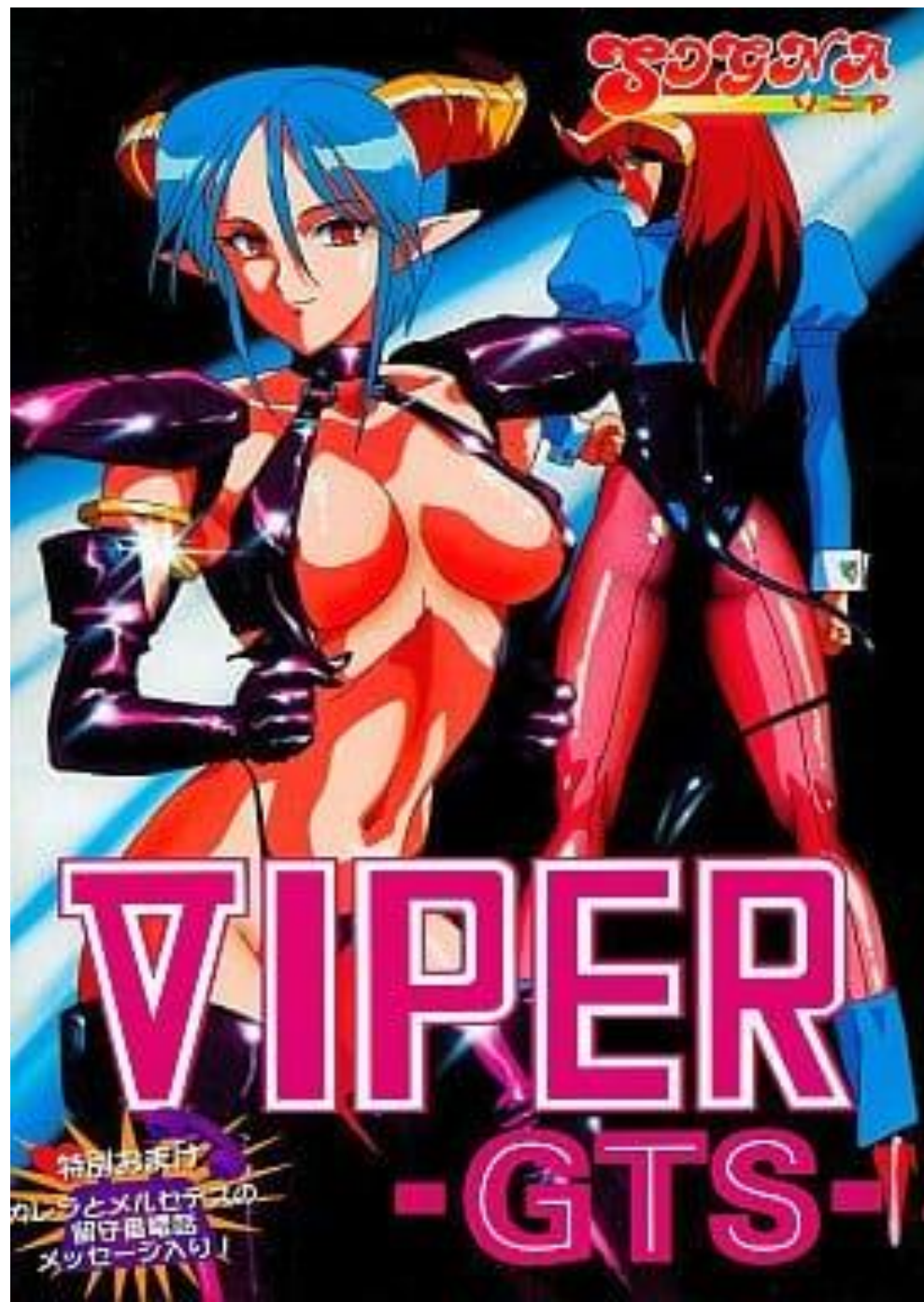
Alshark



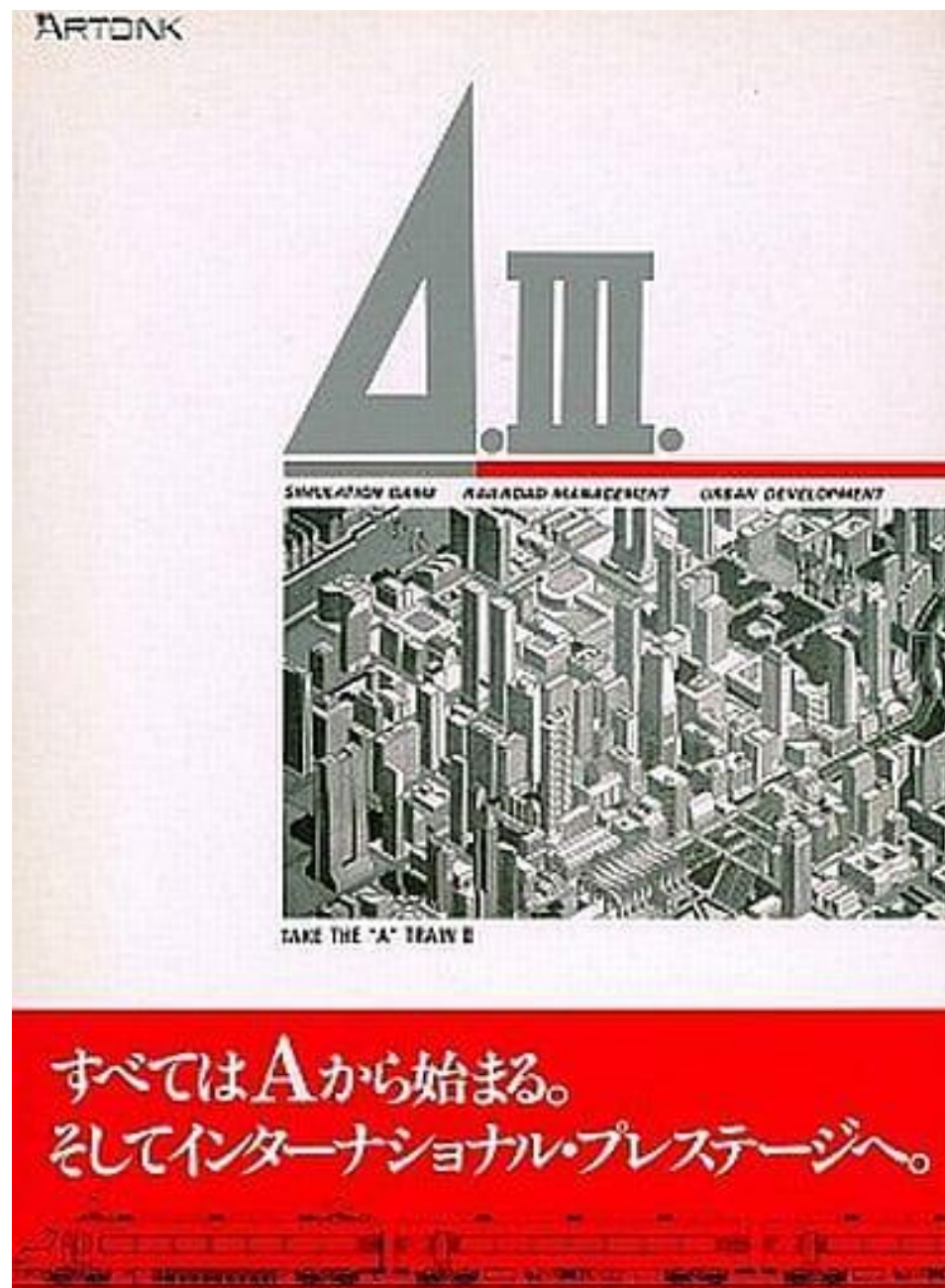
Emerald Dragon



Viper GTS



A Ressha de Ikou III



Youjuu Senki 2



Asuka 120% Excellent
BURNING Fest



Dengeki Nurse 2: More
Sexy



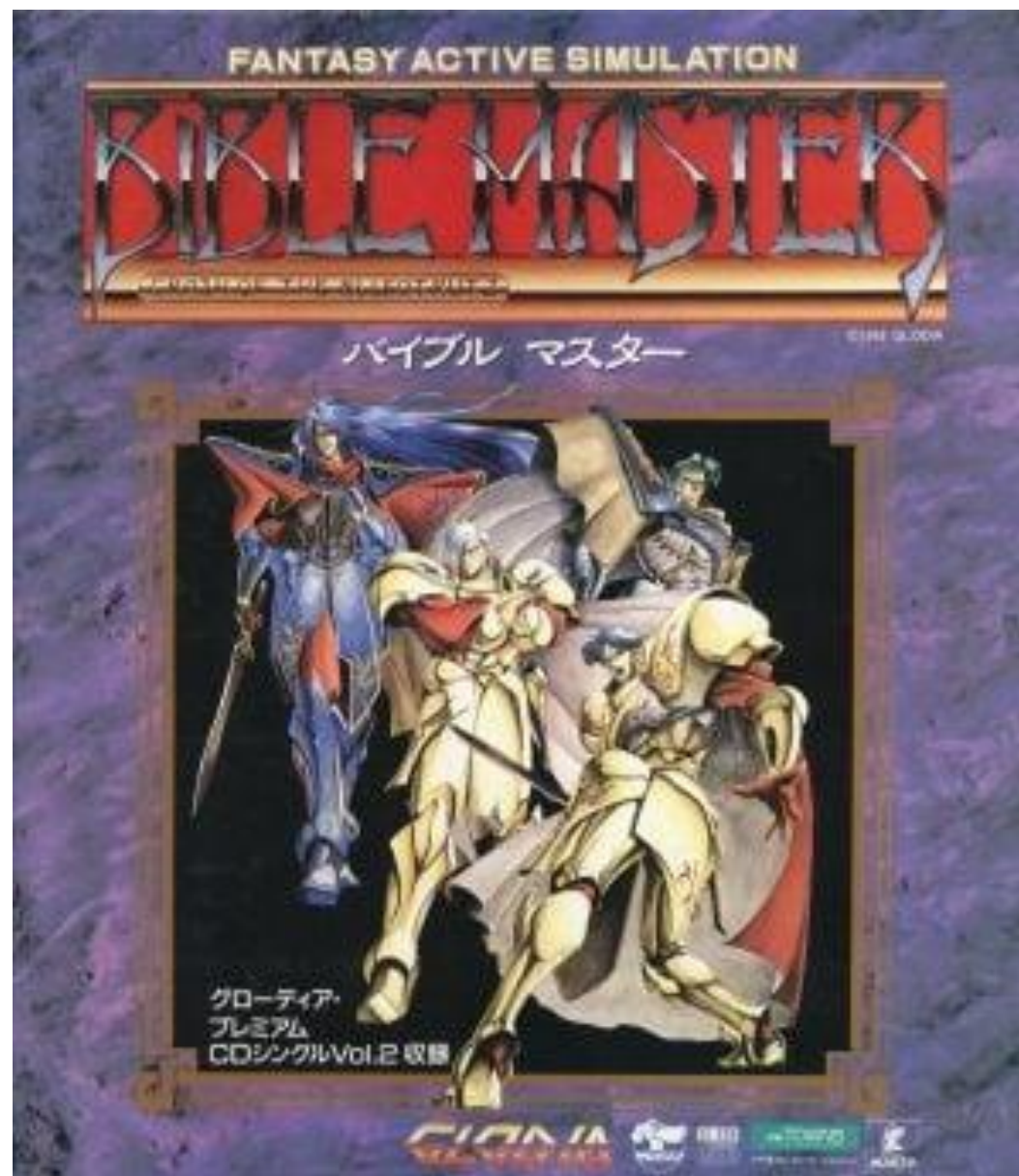
Lipstick Adventure 3



True Heart



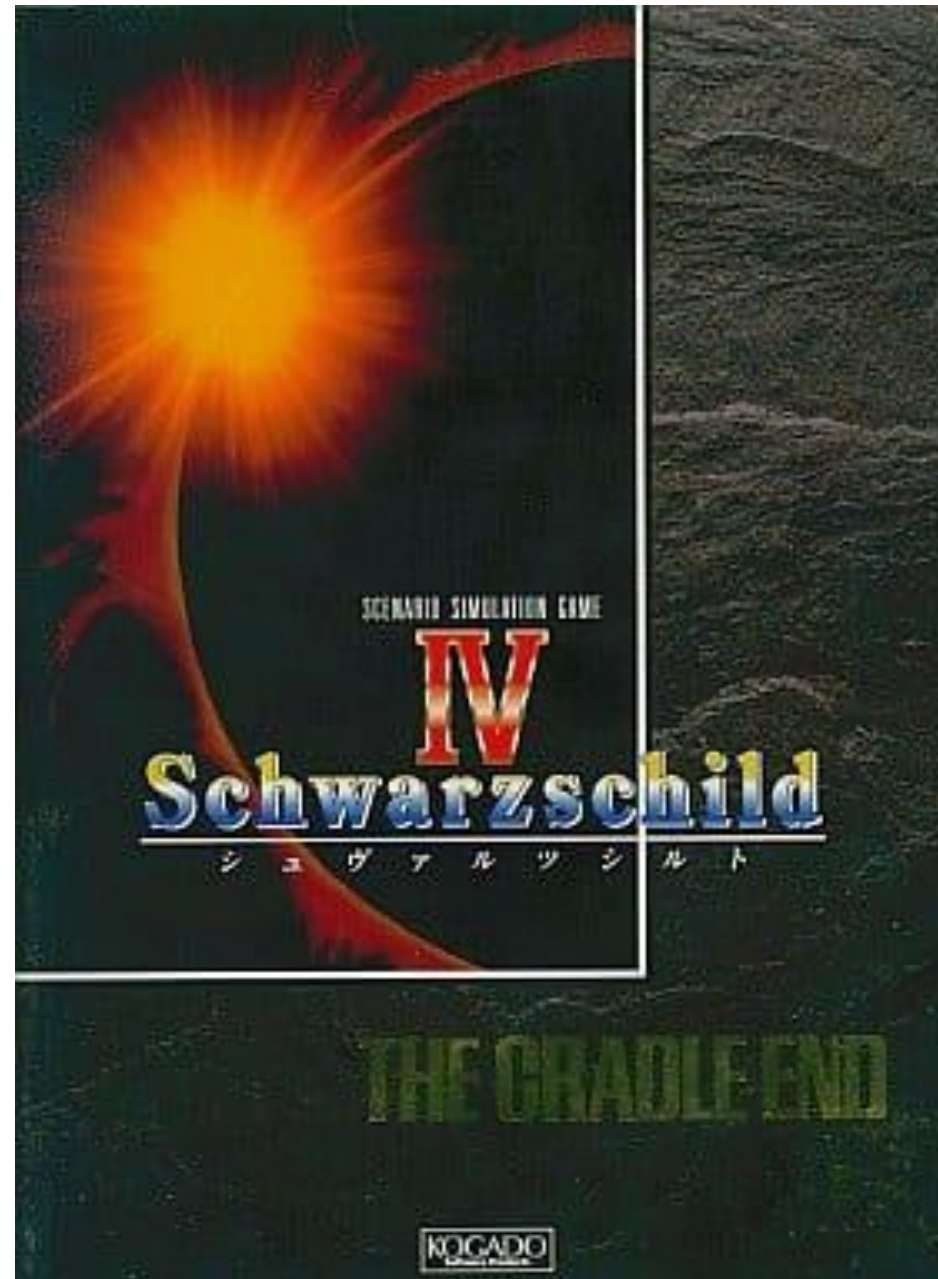
**Bible Master: Crash of the
BleotRutz**



Yumimi Mix



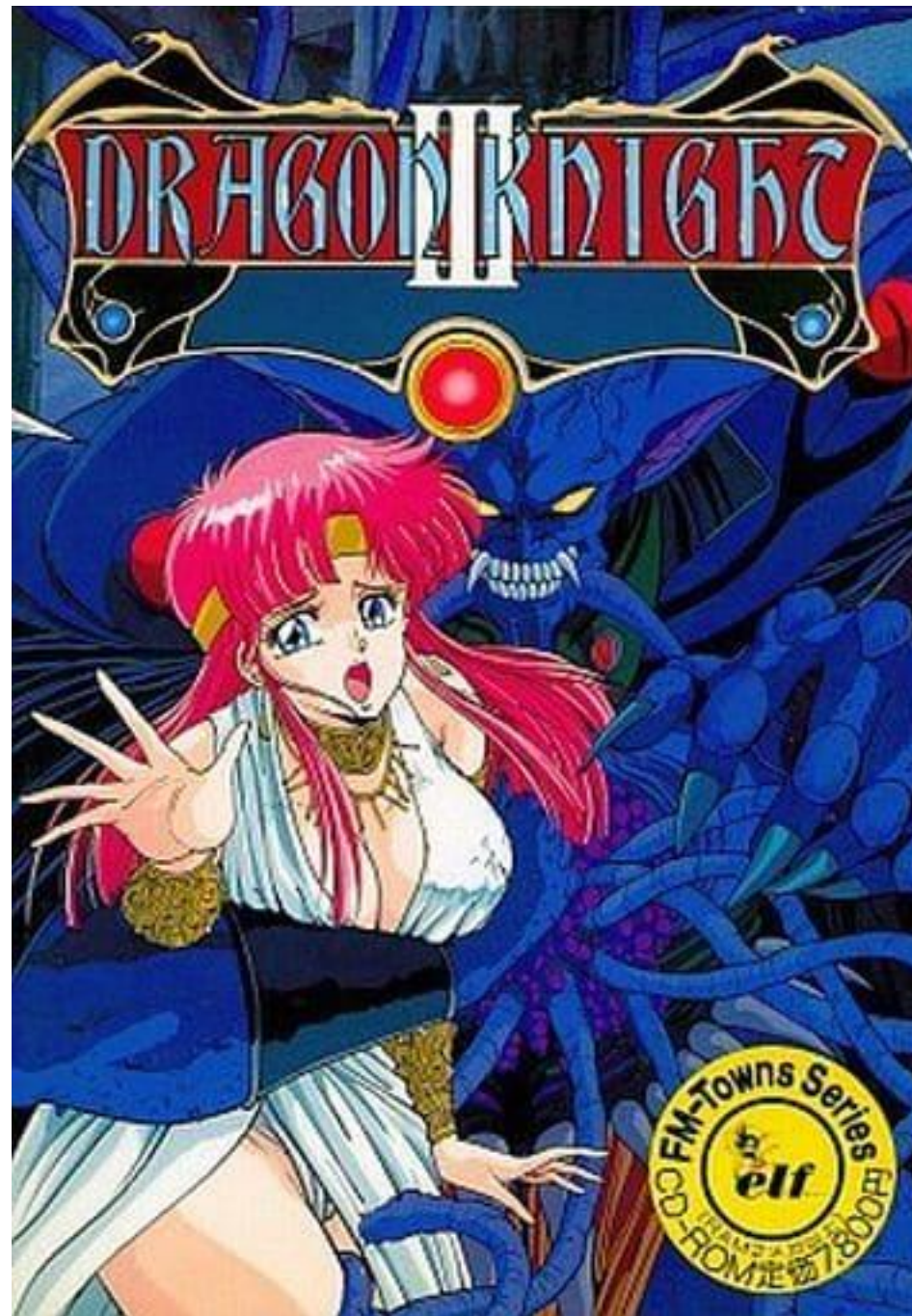
Schwarzschild IV: The
Cradle End



Yuuwaku



Dragon Knight III



Collector D



Custom Mate 2 & Itsuka Dokoka de.



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